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Thank you for selecting the Pokémon™ Rumble U game for the Wii U™ system.

Important Information

Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please read the content of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ To play multiplayer modes, each player needs a separate controller.
- ◆ Only one Wii U GamePad controller can be used.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.



You can make a  Miiverse™ post  if you connect your system to the Internet.

- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet. Once you have all the required equipment, select Internet from  (System Settings) in the Wii U Menu to configure an Internet connection.

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

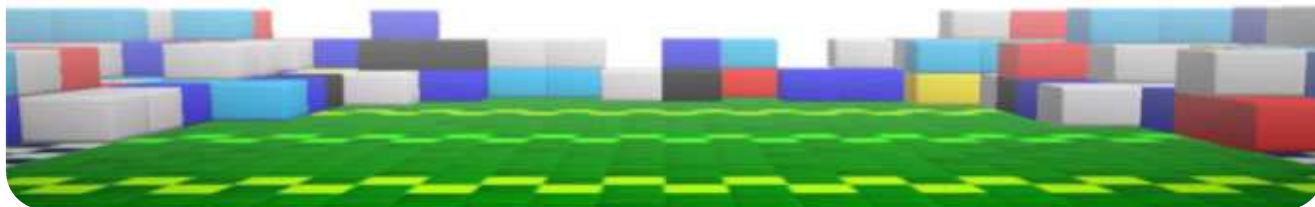
Item	Content
Online Interaction in Games	Restricts users from posting content to Miiverse while playing the game  17 .
Miiverse	Restricts content viewing or posting within Miiverse  17 to avoid inappropriate communication with other users and harassment.

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.



Pokémon Rumble U is a game in which you control Toy Pokémon (afterward referred to as Pokémon) in battle as you set out for the final destination—the Toy Shop.

As you battle other Pokémon, you'll gain more friends.



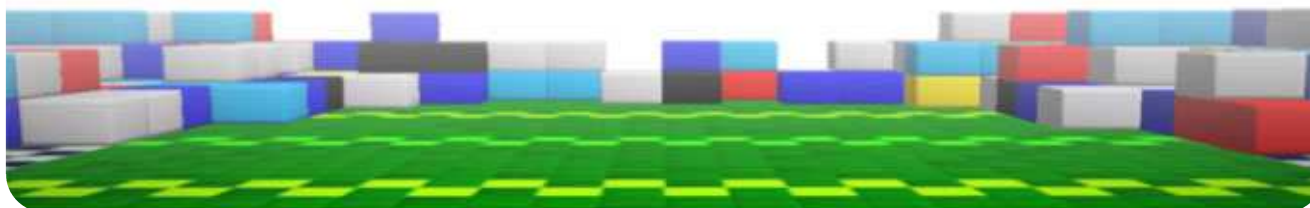
	Wii U GamePad	Wii Remote
• Move • Menu navigation	⌚ / +	+
• Move A • Confirm	A	2
• Move B • Cancel	B	1
• Touch Blast	Tap the screen (When Touch Power is full)	Not available
• Make a Miiverse post	L + R	Not available
• Favorite on/off	X (On the Pokémon-selection screen)	Not available
• Pause • Join a battle	+ (You can only join a battle on the Pokémon-selection screen)	
• Cancel joining a battle	- (You can only cancel joining a battle on the Pokémon-selection screen)	

- ◆ Please hold the Wii Remote horizontally.
- ◆ This manual explains about operations for the Wii U GamePad.
- ◆ If you use a Wii U Pro Controller or a Wii Remote and a Classic Controller Pro, please see the operations for the Wii U GamePad.
- ◆ A and B are a and b for the Classic Controller Pro.
- ◆ Touch Blast, Make a Miiverse post, and Favorite on/off are available only on the Wii U GamePad.

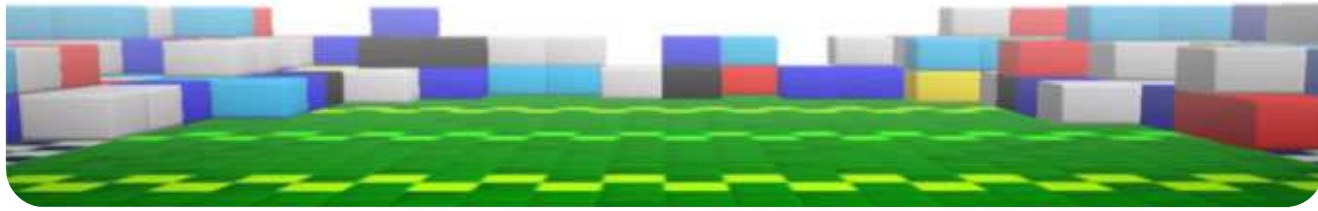


Game Start	Start the game. When there is save data, the game starts where you left off.
NFC Figure → 15	Scan an NFC Figure* and power up the Pokémon.
Password → 16	Enter a Password to befriend a Pokémon.

*Sold separately. NFC Figures are only available in select territories.



The progress of the game will be saved automatically at the end of each battle. You can have only one saved game at a time. If you want to delete your saved game, select  (System Settings) on the Wii U Menu and then **Data Management**. For details, please follow the instructions on the screen.



Area selection



1 A list of battles in a cleared area

2 Area

Defeat the Area Boss to go to the next area.

3 The number of befriended Pokémon species → 14 / the total number of Pokémon species

Press ⊕ to see the Pokémon you've befriended so far.

Battle selection



4 Battle

The Power gives an indication as to the Power of the Pokémon you should have participate in the battle. If you befriend all Pokémon species in the battle, 🍷 will be displayed. If you complete all Challenges, 👑 will be displayed.

5 Points for each player → 12

6 Challenges

The Challenge at the top, such as  or , is the condition to clear the battle. The first time you complete all the Challenges, you'll get a special kind of Capsule  as a bonus after the battle. If you no longer have the Pokémon from the bonus Capsule, you will receive another Capsule the next time you clear the battle.

Pokémon selection

Select a Pokémon to control, and press (A) to start the battle. When there are three or fewer players, computer-controlled Pokémon will join the battle. To choose the computer-controlled Pokémon, place the cursor over , , or  and press (A). If you don't, Pokémon will be selected for you. You can also choose to add an NFC (near-field communication) Figure  to the battle by scanning it on this screen.



7 The player who controls the Pokémon

8 New Pokémon!

The Pokémon befriended in the last battle have NEW! displayed over their heads.

9 Favorite Pokémon

Press (X) to turn on/off the favorite function. Any Pokémon registered as a favorite stands on a  and will be placed in front. Up to 30 Pokémon can be registered as favorites at a time.

About the number of your friends

If you befriend more than 400 Pokémon, the Pokémon with the lowest Power will be replaced each time you befriend a new Pokémon, even if the new Pokémon has a lower Power. But Pokémon you registered as favorites or Pokémon you befriended with a Password → 16 won't disappear. Pokémon you befriended with the NFC function → 15 won't disappear until you end the game or return to the title screen.



Pokémon status



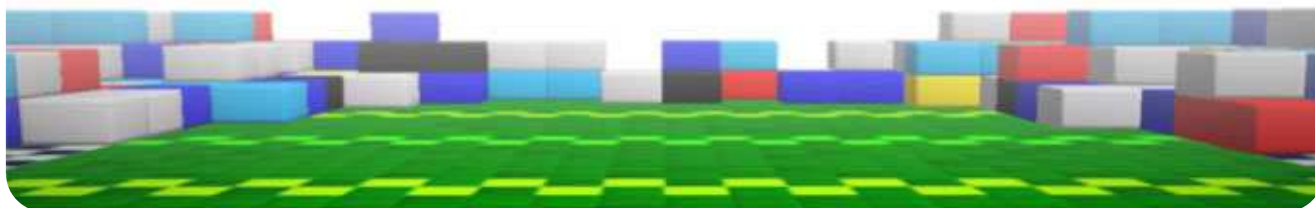
Pokémon status shows the Pokémon's type, Power, moves, and the strength of its moves (★). Moves have a type



and some have added effects. The damage and status → 11 that a move causes vary depending on the type matchup with the enemy Pokémon.

Multiplayer

To add a new player, press ⊕ on a controller paired with the Wii U console ← 2 on the Pokémon-selection screen. Press ⊖ to cancel the participation.





- 1 The name and type of the enemy
Pokémon now being attacked



- 2 Wii U GamePad icon



Get Touch Power gems (💎) and store them here. When it's full, you can use Touch Blast



- 3 The HP gauge



It shows a Pokémon's health. It will decrease when the Pokémon is attacked. When it's drained completely, the Pokémon faints.

- 4 The condition to clear the battle



- 5 The progress in the battle

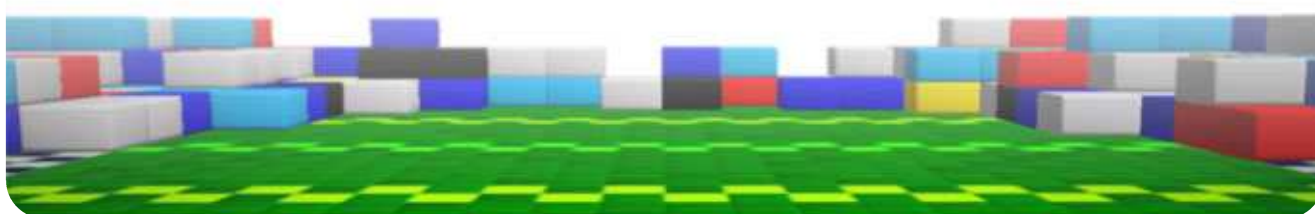


- 6 Ally Pokémon



Red (A), blue (B), yellow (C), and green (D) circles appear where the Pokémon stand.

- 7 The number of obtained Points and
Capsules → 12



Meet the condition, such as defeating the Boss (🏰) or protecting Forts (🛡️), to clear the battle.

Pokémon status

Sometimes the Pokémon's status changes or its stats go up or down. They will return to normal as time goes by.



Help your ally

Get close to a fainted ally to fill up its HP gauge, which will help it recover with half its HP remaining.



Touch Power and Touch Blast

When you defeat an enemy, sometimes a Touch Power gem (💎) will appear. Fill the Wii U GamePad icon with Touch Power gems, and then blast away enemies by tapping on the Wii U GamePad screen to attack with Touch Blast.



◆ Touch Blast is available only on the Wii U GamePad.

Triggers on a stage

There are various triggers on a stage. There are also traps.

Continue

If all player-controlled Pokémon's HP gauges are fully drained, you can either continue the battle by using Points or quit the battle completely. If you choose to continue, all ally Pokémon will recover with full HP.

- ◆ You can choose to continue only once in a battle.
- ◆ If you fail to meet the condition to clear the battle, you cannot continue the battle.

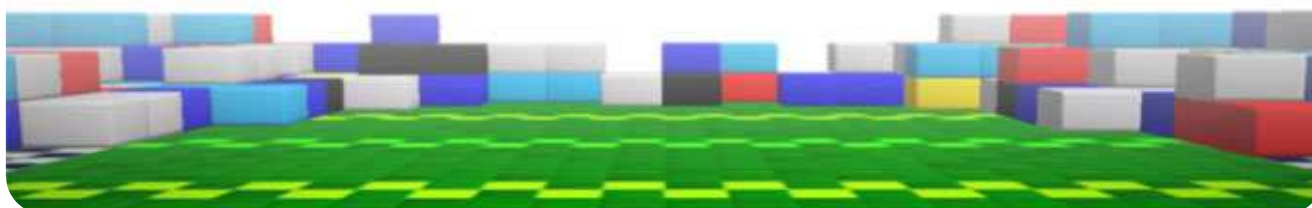
If you lose...

If you fail to meet the condition to clear the battle or all player-controlled Pokémon's HP gauges are drained completely after you chose to continue the battle, you'll lose the battle, but Capsules you obtained during the battle will be opened and you can befriend the Pokémon in them  14 . Afterward, you'll be returned to the battle-selection screen.



Quit

Select Quit while the battle is paused, and you'll be returned to the battle-selection screen. You'll lose the Capsules and Points you obtained during the battle.



Points



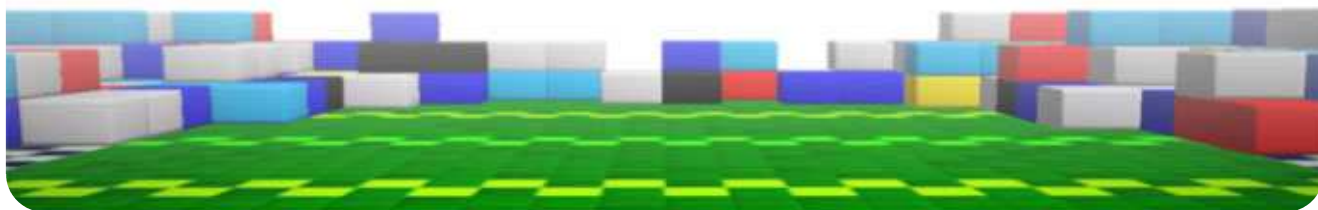
When you complete certain actions, such as defeating an enemy or destroying a Rocket, Points will appear on the stage. Collect and use them when you want to continue a battle or power up a Pokémon you scanned from an NFC Figure*  .

Capsules



Sometimes a Capsule appears when you defeat an enemy. A Pokémon is inside the Capsule, and you will befriend the Pokémon after the battle.

*Sold separately. NFC Figures are only available in select territories.





Heal Candy

It partly fills the HP gauges of the user and nearby allies.



Major Heal Candy

It partly fills the HP gauges of the user and all its allies. It also revives any fainted allies.



Grab Bag

It steals Points from all of your allies.



Big Key

It temporarily makes the Pokémon bigger.



Assembly Horn

It gathers your allies on the stage near you.



Firework

Supporter Pokémon will show up and help fight against enemies.



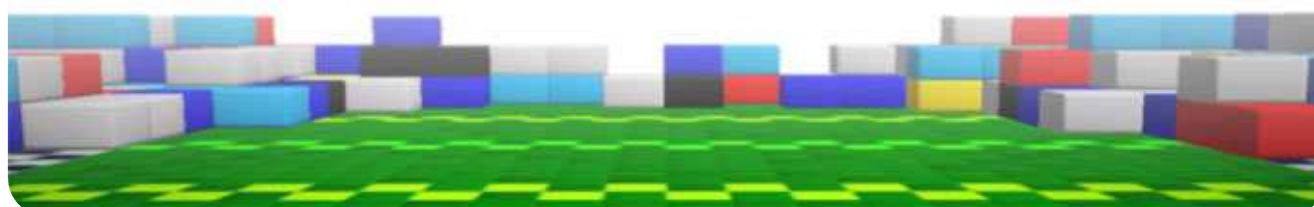
Random Boost Key

One of the stats goes up depending on the type of Key inside the box.



Master Capsule

Press **(A)** to throw it. If you hit a Pokémon with it, the Pokémon will be trapped in the Capsule and available for befriending after the battle. Stronger Pokémon may need to be defeated after being hit with a Master Capsule before they can be befriended.



The results of Challenges will be displayed when you clear a battle. A ✓ will be displayed next to the Challenges you've completed. When you obtain all remaining Capsules and dropped Points or when a certain amount of time passes, the following results will be displayed.



Point results

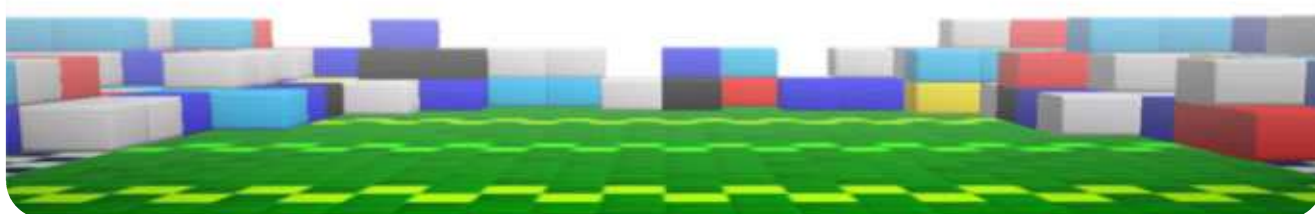
The Point results show the number of Points collected by each Pokémon. You can get additional Points depending on your performance in the battle—if you obtained a certain number of Capsules, for example.



- ◆ When you go back to the area-selection screen from the battle-selection screen, rankings for Points collected by each player will be displayed.

Befriended Pokémon

Capsules obtained during the battle will be opened, and you'll befriend the Pokémon inside them. You can select the befriended Pokémon on the Pokémon-selection screen to use in upcoming battles.



Hold an NFC Figure* or NFC-compatible noncontact smart card you have over the  NFC touchpoint on the Wii U GamePad, and you can enjoy the following features.



NFC-compatible noncontact smart cards

Smart cards are cards with embedded integrated circuits.

Noncontact smart cards, such as transit passes, IDs, and bank cards, may be compatible with this software.

- ◆ Money won't be withdrawn, and the data in the smart card won't be altered.
- ◆ Some cards are not compatible with this software.

Call a Helper Pokémon

Scan an NFC Figure or a smart card during a battle or after pausing the game, and a Helper Pokémon will appear on the stage and attack enemies for a certain time.



- ◆ Helper Pokémon from smart cards vary depending on the smart card.
- ◆ Even if smart cards are different, they may scan the same and therefore make the same kind of Helper Pokémon appear.
- ◆ NFC Figures that are already in the battle cannot be scanned.
- ◆ NFC Figures and smart cards can be scanned only once each in a battle.

Have more friends

Scan a Pokémon from an NFC Figure (up to 20 per session) on the Pokémon-selection screen to add a controllable Pokémon. The scanned Pokémon will disappear when you return to the title menu or end the game.

Power up Pokémon (tune-up)

Select NFC Figure on the title menu and scan an NFC Figure (up to 20 per session), and you can power up the scanned Pokémon by using Points. You can also change or add a move or Special Trait. Special Traits have various effects. Confirm the message that is displayed after you tune up a Pokémon and then scan the NFC Figure, and the tune-up contents will be saved in the NFC Figure.

- ◆ You can't power up Pokémon other than those obtained from NFC Figures.

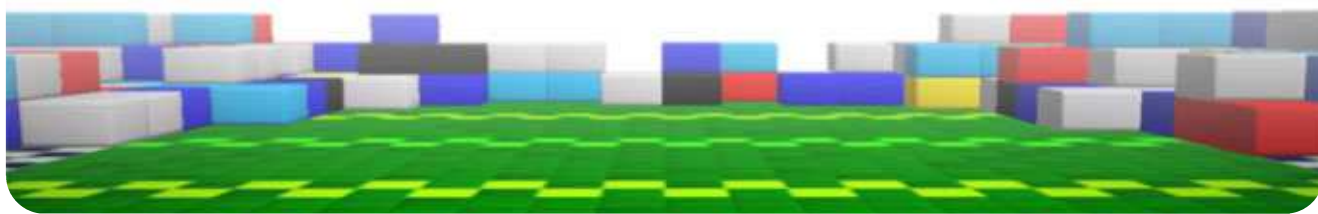
Notes on scanning of NFC Figures

- ◆ Please don't move an NFC Figure from the  NFC touchpoint on the Wii U GamePad.
- ◆ Scan it when the Wii U GamePad is connected to a power source or when it's fully charged.

Scanning may fail and cause the communicated data to become corrupt.

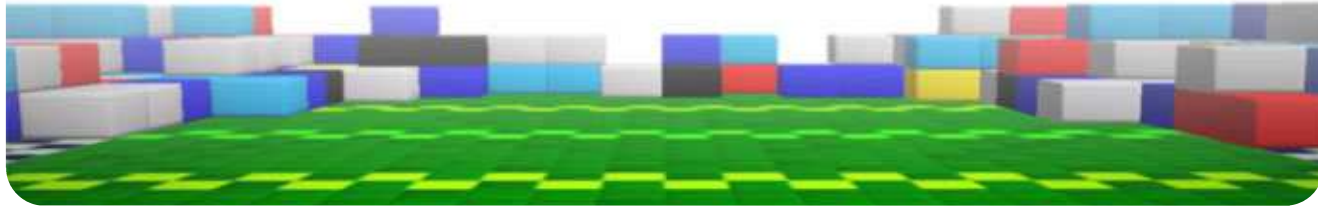
Corrupt data on an NFC Figure due to a scanning failure can be restored to its status when it was last tuned up. To do so, scan it on the  NFC touchpoint. If the information when it was powered up is not available, it will be restored to its initial condition.

*Sold separately. NFC Figures are only available in select territories.



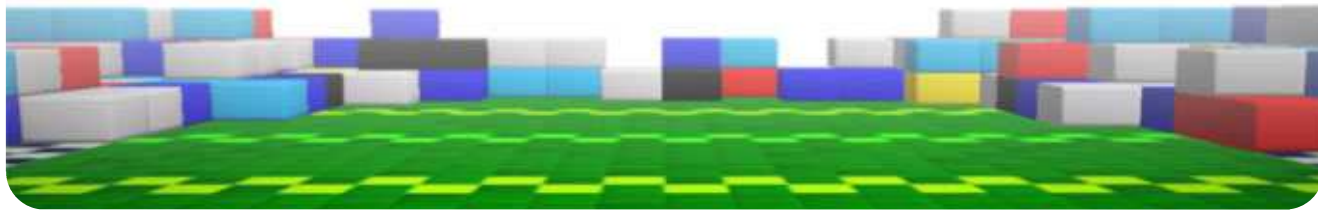
Select Password on the title menu and enter a correct Password to befriend more Pokémon.

- ◆ You can get Passwords outside the game. For details, please go to the official Pokémon Rumble U website (www.pokemon.com/RumbleU). Please note that this service may be discontinued without notice.



Press  +  during the game to post a screenshot and/or message (typed or handwritten) to Miiverse. Posted content will be shared with other players.

- ◆ Initial setup for  (Miiverse) is necessary prior to using Miiverse.
- ◆ Posting is done by the user who is currently logged on to the Wii U.
- ◆ For Miiverse, please see the Miiverse section of the Wii U electronic manual. To open the Wii U electronic manual, press  while on the Wii U Menu and select  (Manual) on the HOME Menu.



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